

Call of The Frostmancer (A Soulelle Fic)

CalysisProductions

Summary:

During a playthrough of the second Deltarune Chapter, you recruit Noelle into your party, although she seems alot more... Enthusiastic than usual? From there, well... Things get worse.

Notes:

Inspired by Weird route: The opposite day by Deltarune_Nerd

Not enough Soulelle fics, we must fix that.

Chapter 1: Onset of the Blizzard

Summary:

While playing Chapter 2, you get to the point where Noelle temporarily joins your party, however she seems a bit more... Pushy? Forced down the Weird Route, you watch as things get progressively worse over time...

Notes:

The original chapter title was Wake, though I figured that'd make more sense for the next chapter since, well, that's when they all wake up. Also I had to actually play the game over to comb the dialogue cuz there's no actual script out there that isn't an out of order text-dump or solely Chapter 1, so... Eh, that's fun. Gonna have to abuse YouTube for Chapter 3 and 4 since, well, the fic don't lie, I'm broke and can't afford them lmao.

Hope this ain't too bad!

(See the end of the chapter for more notes.)

Chapter Text

A humorous cutscene played out before you.

You - controlling Kris - had found Noelle in Cyber City after a heated battle with Berdly, a sweet cutscene with Ralsei and Susie and thus promptly being abandoned to fend for yourself.

And some Poppups, which despite being one of the easiest recruits is still one of your most hated enemies (all around you much preferred the battle patterns of the enemies from the Cyber Field, except Virovirokun but you gave that one a pass because it was cute).

Needless to say, you were playing Deltarune Chapter 2. Why? You were broke and couldn't buy Chapter 3 and 4, so you had to resort to replaying the demo repeatedly like some sort of common peasant.

Jokes aside - atleast the jokes at your own expense - you watched as Queen initiated trucies with Kris, who then was forced to truce with Berdly, and then triple truce with Noelle.

"Kris, uhm... I-If it's okay with you... Got any more room for another truce?" Noelle asked as usual, the player not really getting much of a consequential choice beyond joking about 'No Triple Trucies'.

Of course you picked that option.

"Har har, very funny! Well I'd rather take my chances with you than with her!" She spoke again.

* (Noelle joined the party!)

You had two options now: either continue on as normal... Or you go the Weird Route.

Being as you were a bit of a softie (and being unreasonably attached to these dumb fictional teens) you'd intended to go normally since, well... Spamton NEO tended to kick your ass in the Weird Route, and you didn't wanna deal with that if nothing else.

And so you held down the right joystick (yes you were using controller) and-

"Kris? Why are you so in a hurry?" Noelle spoke suddenly, totally halting your progress, "Turn around, I wanna show you something."

This gave you pause, mostly because this wasn't an event in the game as far as you knew. You did know that Mr Fox tended to have a penchant for "Fun Events" to happen, but Deltarune was pretty light on those in comparison to Undertale.

You tried pushing right again.

"C'mon, I wanna show you something!" Noelle spoke again, this time sounding more frustrated.

Okay, so this is new.

Without a choice, you caved to Noelle's pleading and went to the left, knowing that you were probably ending up on the Snowgrave path now. Of course, you didn't exactly have a massive problem with this - you weren't one of those bleeding-heart do-gooder players who looked at people who do the Weird Route funny - but it was annoying to have your plans uprooted.

But what the hell, you recruited a few of the enemies already, Castle Town won't be totally barren atleast.

On the previous screen a lone Virovirokun stood with a glowing red aura and you engaged it in battle as normal.

As Rude Buster kicked into gear for one of many times this playthrough, Noelle spoke again, "Oh, it's an enemy! Kris? Do you mind defending?"

That was once again new dialogue, though it wasn't like you hadn't been grinding TP for more Dark Dollars this run anyway; you defend, obeying her.

"Great, now use Iceshock!"

That raised an eyebrow. Noelle seemed to be speaking more to you than she was Kris, and even then how would she know about Iceshock?

You were already growing quite bored of this and chose instead to try and use any other command in her menu, however for some reason whenever entering a menu - FIGHT for example - the enemy name was greyed out and you couldn't attack.

Oh, so this was how it was going to be? Fine.

You entered the MAGIC Menu and selected Iceshock on Virovirokun.

As the enemy was frozen totally solid you sighed, regretting this already. The familiar Weird-Route confirm jingle played and Noelle turned to Kris, "What do you think? Neat, huh?" She asked. You weren't given the option to respond.

You decided to pay it no mind, trekking back to the junkyard. You made note of a sprite change not present before, Noelle no longer cowering behind Kris in traffic rather than pulling them along. Odd.

You froze the Poppup, the Virovirokun, the Werewire. The jingle played again. You brought Noelle to Spamton's barren storefront and she smiled, "That's enough for now, let's continue." She spoke as though nothing was wrong.

Somehow that was more unnerving than the fact that you were entertaining murderous impulses by committing actual murder via cryomancy.

You knew how this went.

An Ambyu-Lance, Iceshock. A Tasque, Iceshock.

* Noelle became stronger.

You noticed that her battle animations had changed, usually only doing so when gaining the Frostring, curiously.

You came to the Annoying Mouse Puzzle 1, stepping on the button as usual as the maus-hole opened up to reveal the legion of mice inside.

Noelle was panicked, but not nearly as much as usual, "A-A mouse?" She stepped out of the way of the maice as they suddenly surged towards her and bounced off of the turn block.

She huffed, "Step off the button Kris, that's not funny." She scolded you with frustration, though instead of waiting for you to finish the puzzle she walked through it herself. Less work for you, you suppose.

Two more Ambyu-Lances are put on ice before you move into the small room adjacent to the left, gaining the Pink Ribbon. Control was once again wrenched from you.

"Oh! Kris, I almost forgot," She walked up to the blue human and seemed to put

something on his wrist, "There, that should help!"

* You gained the SilverWatch.

Oh... Right. You forgot the Graze Effects of the Silver Watch. How come your left wrist began to feel cold...

Before you knew it, another Virovirokun and Werewire were turned into ice sculptures. By now, all NPC's are gone besides the Addison to the right of the next screen. You know what's coming, after you first freeze an Ambyu-Lance chasing yet another Virovirokun.

"Ohhon!! Two young beings together on a school night..." The Addison began, unaware that his life was going to be cut woefully short, "Could I interest you in some brand new Dating Shoes?"

Noelle interjected, "Huh? Oh, no thanks, we're not out on a date." She stated, much firmer.

You expected to see her thoughts play out with conflicted feelings towards Kris (it was uncomfortable but hard to ignore the romantic subtext of the Weird Route, which has caused many and argument for many reasons), though instead...

"Kris has been my neighbour forever, we've been through so much that it feels like we know eachother better than anyone, but... Yet, it's hard to say I'm interested in them exactly..." They read, the subtle yet crucial change to the dialogue bringing whole heaps of questions.

You're given the prompt to respond as usual, though just as you're about to respond, she interjects again, "We're something else."

You blink. Okay, everything was adding up now, what the hell was going on? What does that even mean here?

No good interpretation, that you're sure of.

You go to walk off and the Addison calls after you, "If you're something else, maybe a Dating Shoes isn't right...?" He began, "Maybe I could interest you in a FreezeRing?"

And here it was, the moment of no return (well, technically you could return... Though you had a feeling Noelle wouldn't let you this time).

"Huh... A ring?" Noelle chuckles, "Fah ha ha, really? Well, I don't see the harm I guess."

She didn't reject it...

"That's the spirit, angel! You can't get stronger without good equipment afterall!" The Addison spoke, blissfully unaware about what was about to happen.

"Well, how much does it cost?" Noelle questioned.

"Just a small fee of \$2417!" He proudly proclaimed, the price just a single dollar above your current balance. Prick.

"Hmm... I don't think we have enough..." Noelle pondered, looking to Kris, "Kris... Do you mind getting it for me?"

You blink again, dumbfounded at what she intended you to do. You didn't have access to Iceshock, and especially not Snowgrave!

"Kris," Noelle spoke again, "Get it."

She pushed Kris forward, "Get it." She spoke again.

Slowly she backed Kris towards the Addison, who remained unresponsive to the scene playing out before him.

You felt an odd sensation bubbling within you as she advanced on you, "Get it." She repeated a third time. For a second you swore could hear those words loud and clear.

You closed your eyes for just a moment but it was enough, the sound of an X-Slash coming from your PC speaker.

What... what just happened?

* (You got the FreezeRing.)

Did you - or Kris - actually just...

No, couldn't have been, that wasn't coded into the game at all otherwise we would've known already, right?...

"Thanks Kris," Noelle smiled, speaking as though nothing was wrong. You opened the menu, seeing that she already had the FreezeRing equipped.

Oh.

You tried to exit the room, the silence of the scene deafening, when she suddenly dragged you towards the Ferris Wheel billboard that the two enemies had been running around before you...

"Gosh, it looks amazing! Makes the one at the festival look like a toy, haha!" Noelle spoke up, "I... I wonder if..." Her line cut off early, no mention of Susie at all, "Do you want to ride with me, Kris?"

Oh.

"I promise I won't scream when you inevitably shake it when we're at the top, afterall we're not kids anymore, right?" She smiles.

You're given the choice of accepting and refusing then. On impulse you pick no, having run this odd gamut for longer than you should've entertained but-

"Kris will ride with me." She interrupts, seriously.

... Huh?

"You can make up for when we were kids."

... No comment.

The lightning puzzle came into view as the party went south, you stepping in and off the button.

"When you step off of the switch, the lightning comes back..." Noelle pondered, "How about you hold it down while I go across?"

You didn't have much a choice, afterall you wouldn't be able to progress if you didn't, so you stepped onto the switch and Noelle began to walk slowly through the gap. For some reason, your thumb resting upon the joystick itched to just yank Kris right off of the switch and let Noelle get scorched, but you wouldn't do that sort of thing... Right?

As Noelle disables the puzzle you prepare to set off again, though Noelle walks over to Kris abruptly and rests a hand on their shoulder, "Don't worry Kris, it's only natural."

Did she just- She read your mind, like you did in the Weird Route normally?

What the hell...

Another Tasque appeared before you both and you, breaking from the route, attempt to spare it. Noelle doesn't let you.

"Kris, what are you doing? That's an enemy!" She reprimands you, "Use X-Slash!"

You notice X-Slash has appeared in your ACT Menu, but... You choose to pet the Tasque. Noelle freezes it solid anyway.

You sigh deeply.

On the very next screen you're graced with, after the last 10 minutes, a place to save without backtracking, along with the barren boxes that once belonged to the trio of boombox guys.

If nothing else, you took solice in being able to steal all of the CD Bagels.

Besides the enemies, the shopping district was barren. All that you encountered had begun to run away from you and Noelle, the knowledge of your shared rampage seemingly spreading quick.

You cut them all down, as Noelle instructed.

Any you left would be frozen solid, the pearlescent ice gleaming and glittery under the incessant lightshow of the myriad signs and lights.

The blue and ice combo fit, you thought, reminded you of Noelle's mother a bit...

The highways, too, were barren. You knew where to go now.

Down to the southwest of the highway was a dumpster, one that shook with unusual activity. Spamton's residence.

"LOOKING FOR [Irrestistable Deals] THAT WILL [Blow Your Mind?!]" The mailman spoke, "WELL [Shut Your Mouth] BECAUSE YOU ARE [A Weakling!] TRY A LITTLE [Friday Night Work Out]... THEN I'LL SHOW YOU MY

THEN I'LL SHOW YOU MY

5 LEFT."

You know what to do now. Another pair of Virovirokun and a Tasque along with them stand idly on the frozen highway, you - Kris - and Noelle swoop in like a hawk and leave none alive. You remember to pet the Tasque before it's frozen, like the last day of happiness before putting a pet down.

You quickly find yourself blocked by the second Annoying Mouse Puzzle, though Noelle almost immediately figures out the solution, "Don't worry Kris, I know the solution to this one!"

In the blink of an eye the room is rendered subzero and the puzzle is disabled. You imagine the mice inside are likely frozen solid. For some reason that idea thrills you. No pressure, you both push on.

Two groups of mice attempt to scamper away but you're too fast, too strong. All are wiped out half frozen, half dusted.

The third mice puzzle is skipped like the second, frozen over and disabled.

Poppups hide under paving tiles but you know where they are on instinct alone, their penchant for peeking out not helping their case at all. They, too, are dealt with.

* Noelle has become stronger.

You feel bad, really, but the voice in the back of your head is urging you to go back now. You have to.

You go back to Spamton.

"[Angel], [Angel], ARE YOU LOOKING FOR THE [Ring] OF [Thorns]?" You read him speak, "THaT'LL be 1997 KROMER."

You go to pay, but-

"Give it to us." Noelle speaks, breaking script once more.

"[Sweetcheeks] I'M NO [Charity Organisation], I'M NOT GONNA JUST [Give It All You

Got], I-" Before you know it, Noelle slams the Dumpster open, revealing the sad, sad little man inside.

"Give us the ring. We need it." Noelle speaks. You can imagine how she speaks vividly, through gritted teeth mixed with a sickly sweetness that for some reason chills you to the bone.

Spamton flounders under the pressure visibly, backing away into the trash, "NOW NOW MY [Esteemed Customer], I THINK YOU'RE [Out Of Your Damn Mind] HERE!"

Noelle doesn't let up, stepping forward, "Give it to us."

It doesn't take long for Spamton to recognise that she's not fooling around since he practically chucks the ThornRing to her, "FINE, FINE! [Have It Your Way]! I DONT NEED YOUR [Goodwill] ANYWAY!"

* Noelle equipped the ThornRing.

Well... You have it. Noelle takes Kris' hand, "We should try to catch up with the others now, shouldn't we?"

Before you can do anything she's dragging Kris - and by extention you - all the way back through the city towards where you'd encounter Berdly. She's... eager.

The bluebird steps into view and the bell in your head begins to toll for the poor guy.

"Noelle! There you are! Just in time, we can both go back to Queen and-" Berdly stops in his tracks as Noelle steps forward, still grasping Kris' hand, "...Noelle?"

"Kris, it looks like another enemy," She speaks, her dialogue portrait not the tired

one that's usually used, rather a cheerier smile, as if she's eagerly anticipating murdering her classmate, "Should I freeze them... or...?"

"N-Noelle? Noelle, it's me, don't you recognise me?!" Berdly questions, visibly panicking.

Noelle takes another step forward, Kris remaining completely still as a harsh drum and repeating melody begins to play through your speakers. Noelle doesn't utter another word. She knows how this ends, as do you.

"Noelle, are you okay...? What... What are you doing with Kris?"

"We're just getting stronger." She utters.

Berdly steps back slightly, "Getting stronger... How? Kris, what are you doing?!" Of course he directs his rage at Kris, who else would he blame?

Your finger itches to abort the route as you hover over your two options but Noelle once again interrupts, "Proceed."

It's that voice in your head again. Noelle's, you think.

"Wh-What? Proceed... where? Noelle, what are you talking about?!"

Noelle takes another step, Kris remains motionless.

"Th-That's it, Noelle! I don't know what you and Kris are doing... But..." Berdly hesitates - a subtle difference but it adds a moment of silence, "I-I have no choice now but to stop you by force!" He proclaims, forming his energy Halberd with a triumphant hand, "Kris, Noelle, ready yourselves!!"

Noelle doesn't dignify this with a response, the battle starting immediately.

You instinctively grind TP while Noelle's health ticks down to 55. It's only a couple turns before you have 100% TP.

"It's okay, Kris," Noelle speaks, "I'll take it from here."

Noelle flashes a bright white for just a moment before her eyes glaze over, glassy white and featureless as she begins to levitate. She hovers to the dead centre of the battlefield with her hands raised, flickering and emanating with pure frost. Berdly is too shocked to do anything as a blizzard erupt and engulfs the battlefield, and then... A pillar of ice, consuming the bluebird whole.

The noise is creates is deafening, disturbing you to your core. As fast as it came however, it stopped, leaving Berdly as a frozen crystal as Noelle falls to the ground with more grace than she usually would.

She's silent for a moment and you pray with every ounce of your being that the rest of the run would play out normally, but-

"Kris..." She spoke, looking down still, "Are you... Are you proud of me...?"

You hear the voice again, now winded and panting, Snowgrave having clearly taken a significant toll on her body.

"I did it... I'm strong..." She slowly stands and her returning to Kris' side instead of walking towards the hidden entrance to Pandora Palace.

Her portrait is a soft smile as she speaks next, "Thank you... You've done well."

The battle ends.

- * You gained 0 EXP and 0 D\$.

- * Noelle became stronger.

Notes:

Throwing my hat into the ring! Soulelle isn't my favourite ship (I generally don't like the meta aspect of UT/DR as a whole, feels sorta unnecessary) but I do get a kick out of the potential dynamic between Noelle and the SOUL. Granted, this focuses more on the player themselves (who is ambiguously gendered so y'all can all slip in) rather than the SOUL so maybe this doesn't count so much, but eh, whatever.

I knocked this out in a single day so apologies if it isn't the most amazing, but it's the first thing I've finished in a hot minute so I'm a bit rusty, heh. Thanks for reading!

Chapter 2: Wake

Summary:

As you and Noelle take the scenic route, the line between game and reality begins to blur. You and Noelle prove your strength as the light consumes the dark once again, but not without a tag-along.

Notes:

Second chapter out already? Hoo boy, I must be on a roll, huh?

I'm glad that the first chapter was so well received, genuinely, it's the most attention a fic of mine has had in a good hot minute, thank you all! Anyway, this chapter finishes the Chapter 2 Snowgrave Route (atleast the Dark World portion of it) and it's sort of a mix of the regular and Weird Route, before completely diverging from both at the end.

No Roaring explanation, No Susie and Ralsei (one is trapped in her room, the other is stuck in the Color Café with the rest of the Swatchlings) and 20% more [Cungadero!!]

I hope this lives up to the concept so far!

(See the end of the chapter for more notes.)

Chapter Text

You sit there staring at the prism of ice in front of you on your screen, the chill you felt before now almost numbing.

You didn't even get a choice. The game has hammered in that your choices didn't matter so far, but... Wasn't the whole point of the Weird Route being deviating from the chosen path? Wasn't that what you were meant to do? So why...

"Kris? Why're... you just standing there?" Noelle suddenly speaks, before chuckling, "Are you... heh... that amazed?"

She was still catching her breath, obviously still recovering from casting such a strong spell. You could hear it.

"C'mon now dummy, we've gotta get a move on! Susie and that, uh, guy who looks like Asriel are probably waiting for us! Besides, we don't wanna get caught here by Queen, now wouldn't THAT be awkward, haha!"

She was joking around as she didn't just kill a man.

"I mean, I know I just froze our classmate, but... Well, I mean, he was being really mean to you this whole time, so I think he deserved it, right?" She continued, seemingly reading your mind once more.

You supposed that you weren't the biggest fan of Berdly, but usually you atleast get the choice to-

"Bah! It's Berdly, Kris! He was my friend too but don't tell me that people are gonna miss him that much. Besides, you got a kick out of kicking his butt when you first fought him. It's not like you felt no vindication at all... right?"

She... wasn't wrong.

"Exactly! Now c'mon, we need to get stronger to save the others and get out of this place!" She grabbed Kris' hand and you chose to get on with it.

From then on you seemingly continued down the path of the Normal Route, though when you were supposed to drive with Queen you were forced to walk the whole way.

The streets, as you expected, were frozen over, every sporadic car that was around was solid, jagged ice.

You chose to simply ignore the possibility that Spamton had moved dumpsters - you knew he attained Neo anyway without you - and chose to walk the length of the bridge.

Noelle would look out into the background, the bright neon lights still illuminating the city in the distance across from the inky darkness that laid below. You couldn't fathom what laid inside that void.

"Isn't it beautiful, Kris?" Noelle spoke up as she and Kris both walked, "So much more of the city that we could see, and do, and so many more opportunities to get stronger... Kinda makes you wonder if we ever need to leave, huh? I mean, I like Hometown, I like the people in it and I couldn't let go of my family at the drop of a

hat like that, but... This... This weird world we've found ourselves in? It's nice."

The voice in your head read every word as it came up, the passion in her voice echoing in your mind's eye. Conflicting feelings filled your senses as you both came to a dead-end of the road and had to continue down the beaten path.

When you come to another lightning gate, Noelle glances up at the question mark, "Another puzzle... You know what?" She rears up for a running start and leaps over the cones, "Let's do this one, afterall we wouldn't want this to end so soon, right?"

She walks over and steps onto the D key, prompting you to press the correlating switch.

Normally this would be where Noelle monologues about her life and wanting to see things and her sister and... Well, this time apparently she wasn't so talkative, simply walking calmly over to the E key.

C, your walking speed faster than hers so it takes a moment for her to catch up.

E, you walk slowly but now she's faster than you and you take a moment to catch up.

M, you try to vary but it's still slightly off.

B, you two begin to sync up just that little bit more, meanwhile she watches you - or rather Kris - from across the cones.

E, you're perfectly in-tune with eachother at last, but now it's almost over.

R, the puzzle is complete and she leaps back over.

Noelle simply smiles, "Wasn't that fun?"

You suppose so, going onwards to the room full of ball-games.

Nobody came, but Noelle entered the biggest stall regardless, coming out with a present.

She handed it to Kris, predictably, "It's for you, Kris!"

* (You got the Present.)

You noticed Noelle staring at Kris, "... Aren't you going to open it?"

Automatically, Kris took out the box and opened it, revealing... a small Kris plushie.

"Aww, it looks just like you! Isn't that cute?" Noelle would coo, "Hey, maybe I should..." She yanked the plush out of Kris' hands, "Th-This is mine now, actually."

This was the first sign of embarrassment that she'd shown since you recruited her and it almost knocked you out of the trance you'd drawn yourself into.

Almost.

"Ahem! We should probably keep going now, haha..."

You continue walking.

Past the teacups, up the stairs, Noelle holds the switch down while you press the other. You pass through towards the last maus puzzle and you grab the basket, Noelle trailing behind until you have to get 20 of the mechanical rodents.

You try to get the mice but it's a slow process - usually you'd have Ralsei and Susie to help you - but Noelle stops you eventually, "This is boring." She utters before freezing the puzzle as she did before, opening up the path forward where you slot the basket in and finally make it to Pandora Palace.

Nobody were there, not even Queen. You had a feeling that Spamton had already claimed the castle for his own.

Noelle and you peer out into the distance at the Queen's visage, the computer probably drinking herself stupid while the mansion was ransacked.

"Well, this is it," Noelle speaks, "Shame we couldn't have spent more time in here... But I suppose we should put a stop to Queen's plans."

The screen fades to black and you find yourself in the foyer, the petrified corpse of Rouxls Kaard sitting in front of the café. You see the save icon at the top of the stairs and save for the first time in 20 minutes.

The passageway to the Basement is already open, though you don't bother to check - you really don't care to hear if Spamton made it into the Basement afterall.

"I wonder if Susie and that other guy have already made it to the fountain..." Noelle mused, "I hope so."

As soon as you enter the painting room you're attacked by the Mauswheel, which you easily quash the resistance of.

* You gained 0 EXP and 42 D\$

* You became stronger.

Through the Dining Room, Noelle finds the key handily, clearing a path straight through the door. You brace yourself as you're rushed down the long hall by your dog-table steed.

You walk down the curiously vacant hall of once-rolling jars and/or Pipis and find your way blocked by Tasque Manager, whom you both easily send packing.

* You gained 0 EXP and 42 D\$

* You became stronger.

You both ride the teacups up, the single vacant cup taking damage as its pelted with the bars that you and Noelle dodge.

As soon as your up there, intuition takes over and you burst into the adjacent room, finding Werewerewire alone.

Noelle and you take it out.

* You gained 0 EXP and 42 D\$.

* You became stronger.

It's no time before you reach the peak, both of you passing the room marked in her name. Noelle pauses to glance at it briefly before she continues following you.

Past the plugs, past the battlefield that Queen should, by all rights, be trying to kill

you on. You walk upon the scaffolding ahead, the view of the city over the dark sea illuminating the night, and you find the Queen. She's sitting upon her throne, wistfully gazing out into the dark with her trademark acid-wine glass sitting between two digits.

Her monologue begins, "The Knight... The Roaring Knight... Today, It Deigned To Create This World, Reaching Its Long Hand To The Sky It Coursed Its Will Into Its Blade And Made, Thrusting The Fountain From The Earth..." She stops and pauses, "Unfortunately The World They Created Is Trapped Within The Library. If Only We Had A Way To Make More Darkness, We Might Be Able To Cover The Whole World..."

She pauses again, the pair of you watching from two very different perspectives as she muses upon the nature of her existence, "That Is When I Realised, This Power... The Power Of The Will, This Power Of Determination... Is This Not Something That All Lightness Possess...? If One Was Simply Determined Enough, Could Not Anyone Make A Dark Fountain? So, Then If The Knight Has Taken Its Leave, Then I Will Simply Make A New One..."

The holographics that line the city's skyline fade out as Queen's throne hovers over to the vacant hand that Noelle should be strapped to about now, "But Here I Am, Still Empty Handed In My Quest..." She turns to you and Noelle, "But For How Long?"

Noelle glares at Queen, "So you kidnapped us to make you a new Dark Fountain?"

Queen shrugs, "More Or Less."

You know how this is probably going to go, "Well, sorry but I'm not gonna do that for you, and Kris won't either."

You only hum affirmatively in response.

Queen shrugs again, "Oh Well, Time For Plan B I Guess" She whizzes off-screen and in seconds you hear the loud clanging of Queen's mech climbing the scaffolds.

You brace yourself as the face comes into frame, "Noelle Sweetie Can You Please Step Away?"

"No!" Noelle responds in indignance, "I'm not gonna let you hurt Kris! They've helped me become so much stronger!"

"Noelle Please I Do Not-"

"Step down!" She yells, firmly rejecting Queen's attempts to get her out of the battlefield.

"... Well This Was Unexpected." Queen remarks bluntly, "Kris Do We Still Have Trucies?"

You tell her no.

"Damnit. Plan C It Is." Queen says, raising the mech's glass and firing a laser that sweeps the ground and knocks both of you down.

"Good Thing I Have That Other Lightner Around. Question: Where Did Burghley Go Anyway?" She questions, unaware.

Noelle falters as she's the first to get up, "T-Took care of him."

"What Does That-"

"He's dealt with, Queen, you won't have to be bothered by him again," Noelle clarified, "Ever again."

Queen is quiet for a moment, "Do You Mean That In A Murderous Way Or A Non Murderous Way?"

Noelle shrugged, "You'll see in a moment," she pulls Kris up, "We aren't going down without a fight you know!"

"Noelle Darling I Literally Floored You Seconds Ago, How Do You Think This Is Going To Go?"

Noelle huffed and used Iceshock on the glass, freezing its contents solid.

"Oh. Well Crap."

"Kris, mind helping me out by building TP?" Noelle asks, to which you nod, "Thanks!"

The next few moments involve you having to dodge some absolutely massive missiles and fire from Giga Queen, your TP slowly building as your SOUL glows with an extended aura. You're struck once, almost knocking you off of the scaffolding into the abyss below, but Noelle catches you and yanks you back up, "Careful Kris, without you were can't get out of here!"

How did she know that?

Nevertheless you manage to build up the necessary TP as Noelle's health is left at 55. You enter the MAGIC Menu and Snowgrave sits there, goading you on.

You select it and Noelle's eyes turn a bright white, beginning to hover off of the ground once more.

"Noelle What Are You Doing?" Queen asks.

Before you know it you watch as the blizzard once more racks the Cyber World, snow pelting you as the geyser of ice pierces through Queen's mech with ease.

It isn't long before the mech begins to explode, Noelle grabbing your hand and rushing towards the right, "Kris, c'mon, hurry up!"

You both rush away as the mech blows up, a geyser of flame not unlike the fountains erupting into the darkness of the sky. For a moment you swear that you can see flickers of the computer lab in the light of the flame, but it dies quickly.

Noelle is left once again winded and panting, looking down at you with half-lidded eyes. You can almost feel the sensation of her pressing down onto your arms... almost.

"You okay... Kris?" She drawls, "Crap... That was close... Sorry, haha..."

The sound of debris falling into the black ocean echoes across the room as you and Noelle are left there for a moment, catching your breaths.

"I think... I think we're done..." She stands shakily, "I hope Susie is okay..." She shakes her head, "It doesn't matter, we're almost there, c'mon."

You nod and lead her up towards the fountain, passing a saving point and a vending machine.

In the fountain room you both were consumed in shadow, the light blinding the both of you as it shone in all colours.

"Kris... This is the fountain..." Noelle speaks, "It's so beautiful up-close..." She turns to you, "Before we seal it, I want to thank you again, it's been a long time since I've felt so... Powerful, to put it lightly," She smiles at you, the Player, "Thank you, from the bottom of my heart."

Despite the cold, a warmth spreads in your core as the SOUL appears on screen, hovering up towards the fountain's center.

It was as if your very SOUL was glowing...

"WAIT!!!" Your sealing is interrupted by a familiar voice.

"WAIT JUST A [Gosh Darn Second!]" Spamton runs into frame, "KRIS!! MY MOST [Esteemed Cust0mer!!]" He turns to Noelle, "AND [Hochi Mama] TOO! IT'S A [Family Night Dinner] IN H3RE!"

Noelle's eyes narrowed, "Oh. We missed one."

"I KNOW THAT I TRIED TO PULL YOUR [Silly String] EARLIER BUT [I neeeed iiiit] TO ASK FOR 1 LAST ACT OF [Genosity]!!" Spamton goes on, "Something [Specil] TO ME.

SOMETHING BIG

BIG

BIGGER

SOMETHING THAT WILL [Give Us Hell]!!"

Noelle pauses, "... Go on?"

You're genuinely a bit shocked she'd entertain this given her track record thus far,

though you should've learnt by now not to question her.

"ALL YOU NEED 2 DO IS

ALL YOU NEED 2 DO IS

take me with you..."

You cock an eyebrow at that, meanwhile Noelle does not respond, prompting the salesman to continue.

"ALL I WANTED WAS TO BE A [BIG SHOT] BUT NOW THAT EVERY IS PUT [On Ice] AND YOU [Ran My Pockets] I Haven't BEEN ABLE TO [Cope, Seethe, Mald]!" The mailman flew into a rant, "IT'S [+) * # _ !] I TELL YOU! [How Could This Happen To Me?] I WAS [Destined For Greatness] But I WAS ACTUALLY [Doomed by the Narrative]!!!"

You glance at Noelle, who watches intently.

"NO [Mansion, Stability] NO [City Of The Wolves] NO [#1 Best Rated Salesman 1997!!] AND NO

AND NO

[Hyperlink Blocked]!!" Spamton forces himself into your personal space, "It's so cold [Little Sponge] CAN'T YOU SEE [I'm Dyin' Here]?!!"

Noelle hums, "So how are you going to help us?"

"YOU AND

YOU AND I SHOULD MAKE A [Irresistible Deal]! WHAT DO YOU SAY??"

You pause as you're given the decision, much like his battle in the Normal Route.

DEAL or NO DEAL

You look at Noelle and she nods at you silently.

You make your choice.

DEAL.

"YES!! I KNEW YOU WANTED TO BE A [BIG SHOT]!" Spamton lets out his iconic distorted laugh before he looked down, serious, "You're both strong, so use me to break our strings."

His sprite faded and a sparkle replaced it, hovering towards you.

* You got DealMaker.

* You got ShadowCrystal.

Noelle hummed and pulled glasses out of the inventory.

* Noelle equipped the DealMaker.

"Snazzy, I like it," She remarked before turning to you, "Anyway, weren't you gonna seal the Dark Fountain now?"

Ah, right, you were.

You once again separate your SOUL as it hovers towards the fountain and the light subsumes the extraneous dark once more...

And you wake.

Notes:

Okay so, to note:

The idea is that, as the Dark World goes on, the Player's mind beings to blend into the game more and more, hence why the description style changes as it goes on, though it probably isn't communicated well. Apologies! I'll try to make it more clear with the next chapter being the proverbial ice-water being poured on your poor sleeping head.

Otherwise, I decided to let Spamton live because like... I mean, why not? Noelle isn't a total psychopath!... allegedly. Also I think Noelle would rock the DealMaker well, even maybe turning the lenses into green and red on some Spamelle stuff? Wouldn't that be a treat? Hell, maybe Noelle will be able to use Spamton's charisma to convince the Player to buy Chapter 3 and 4? Oooh the potential!

This run also assumes that the Player did Jevil, so Susie currently has the Devilsknife equipped (because the Devilsknife is awesome).

Next chapter? Castle Town, Noelle continuing to tag along, and a completely clueless Susie. Ralsei notices something is up but can't put his finger on it... yet. Oh, and another Dark Fountain will be opened, but you knew that already.